NES-PR-USA

Panic Restaurant

INSTRUCTION BOOKLET

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- DO NOT TOUCH THE TERMINAL CONNECTORS OR GET THEM WET OR THE CIRCUITRY MAY BE DAMAGED. NEVER INSERT YOUR FINGERS OR ANY METAL OBJECTS INTO THE TERMINAL LEADS.

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MENU

Mayhem at Panic Restaurant $4

The Controls $6

Cooking Enemies $8

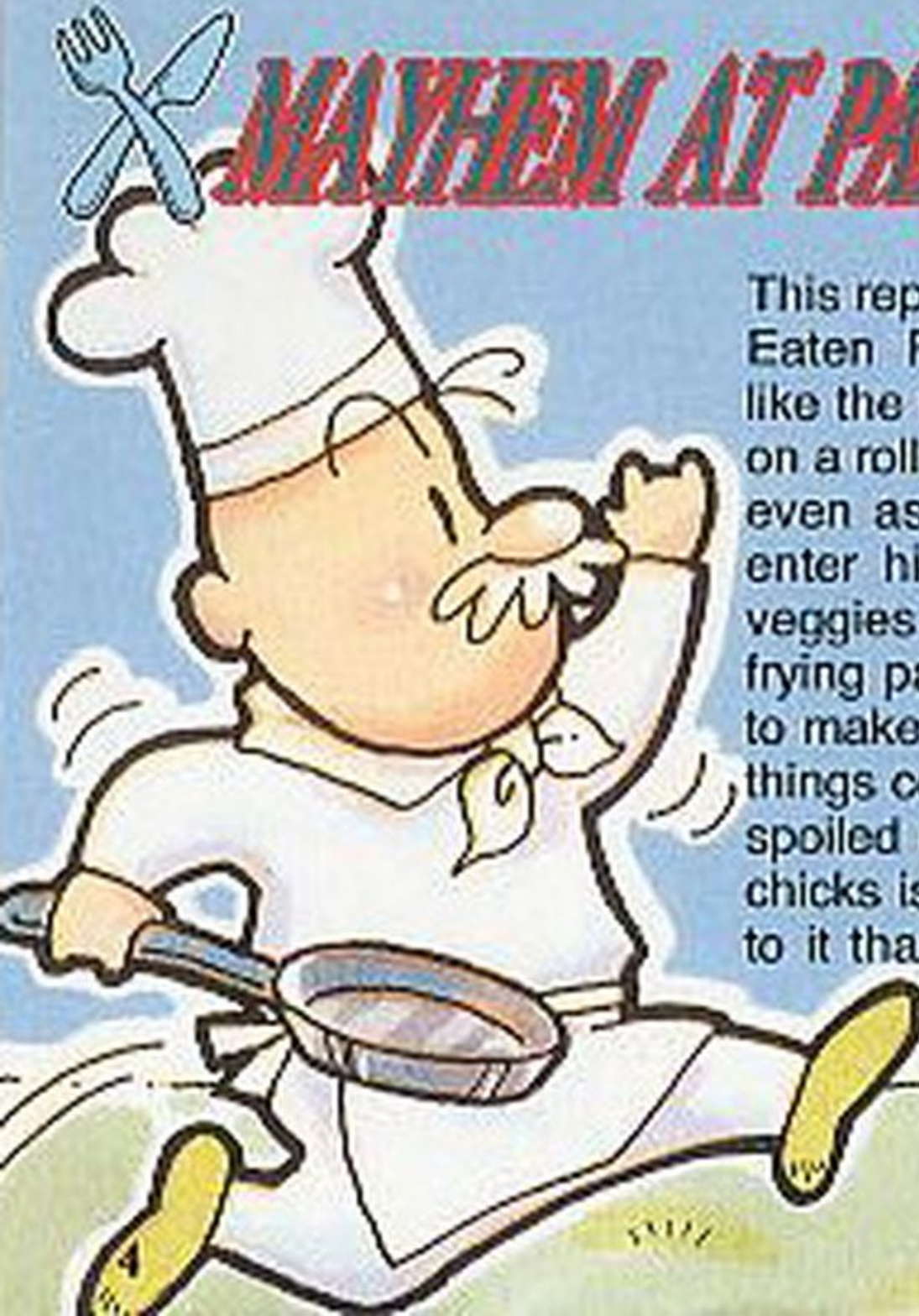
Helpful Items $9

The Restaurant $10

Special Events $12

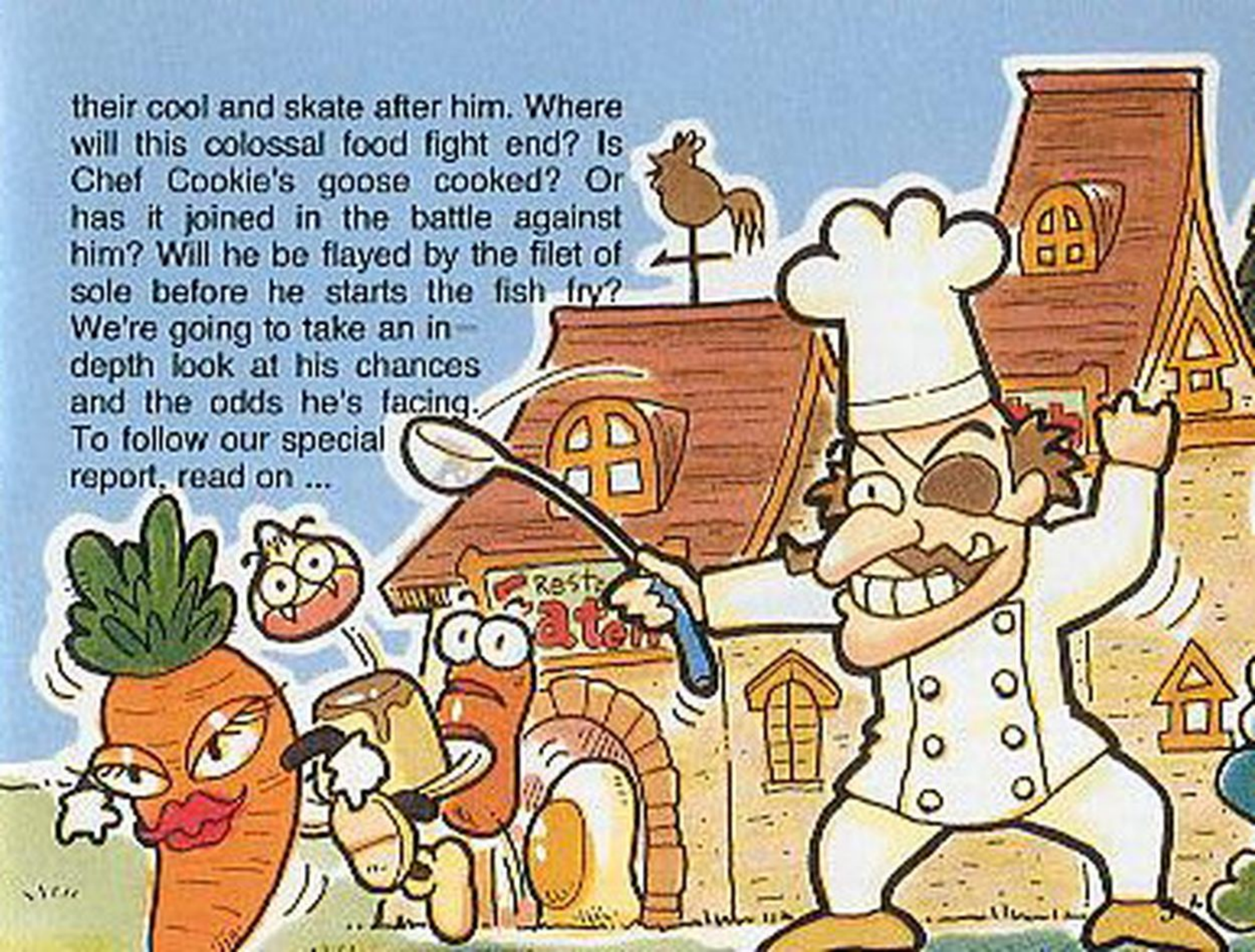
Playing Tips $14

MAYHEM AT PAVC RESTAURANT



This report just in! Mutant food takes over the Eaten Restaurant! That's right folks—looks like the meat has gone bad and the buns are on a roll! The whole situation smells fishy. But even as we speak, Chef Cookie is about to enter his restaurant and cut the overgrown veggies down to size. Armed with only a frying pan and a few kitchen tools, he hopes to make a hash out of this revolting food. But things could get foul when Cookie tackles the spoiled chickens and rotten eggs. Bouncing chicks is an ugly job, and there's much more to it than that. Even the kitchen utensils are after Cookie's hide—he'll be leaping from the fire into the frying pan. Rabid hot dogs will be barking at his heels while scoops of ice cream lose

their cool and skate after him. Where will this colossal food fight end? Is Chef Cookie's goose cooked? Or has it joined in the battle against him? Will he be flayed by the filet of sole before he starts the fish fry? We're going to take an in-depth look at his chances and the odds he's facing. To follow our special report, read on ...



THE CONTROLS

CONTROL PAD

In a recent interview, Cookie stated that he moves left or right when the Control pad is pressed. He can also duck when it is pushed downward.

START BUTTON

To begin the game, or to pause while playing, push Start. Cookie begins his rescue mission at Level One.

SELECT BUTTON

The Select Button will pull Cookie out of a bonus level and return him to the Eaten Restaurant.

B BUTTON

Cookie will be able to use different weapons against the food army. To attack with one of these weapons, approach the enemy and push B repeatedly.

A BUTTON

Research has shown that when the A button is pushed, Cookie jumps. Pressing A and using the Control pad for direction makes him jump to the sides.

MOVING COOKIE

Walk to the Right

Jump

Jump to the Left or Right Side

Walk to the Left

Climb Up or Down

(On ladders and other things)

Attack

(He usually uses a frying pan)

Duck

COOKING ENEMIES

Cookie told this reporter that he will use ordinary kitchen items against the food army. He plans to find these items in Eaten's and then use them as weapons for a while or until he loses a life.

1. THE FRYING PAN

Cookie usually has a frying pan for a weapon. So when he loses one of the special weapons, his frying pan returns.

2. THE SPOON

Cookie can reach farther with the long spoon. Once he gets it, he can bop his enemies with it until he loses a heart.

3. THE FORK

Cookie plans to leap over danger areas on this bouncing fork. He can also knock out enemies when he lands on them.

4. PLATES

Cookie has announced that he will be throwing plates at the food army. This is done with B and the Control Pad.

5. THE POT

Cookie has a pot designed to fit his head. When he wears this pot, he is invincible and spins for a while.

6. EGGS

These rare eggs are stashed in Eaten. They are effective against a certain kind of enemy you'll meet.

HELPFUL ITEMS

Folks, we've just had a report that the last customer to ever be in the Eaten Restaurant hid some gifts for Cookie. This person must have known that someday Cookie would return. Here's more on that:

CHEF HAT

This reporter was told that if Cookie finds the Chef's hat he will receive an extra life.

CANDY

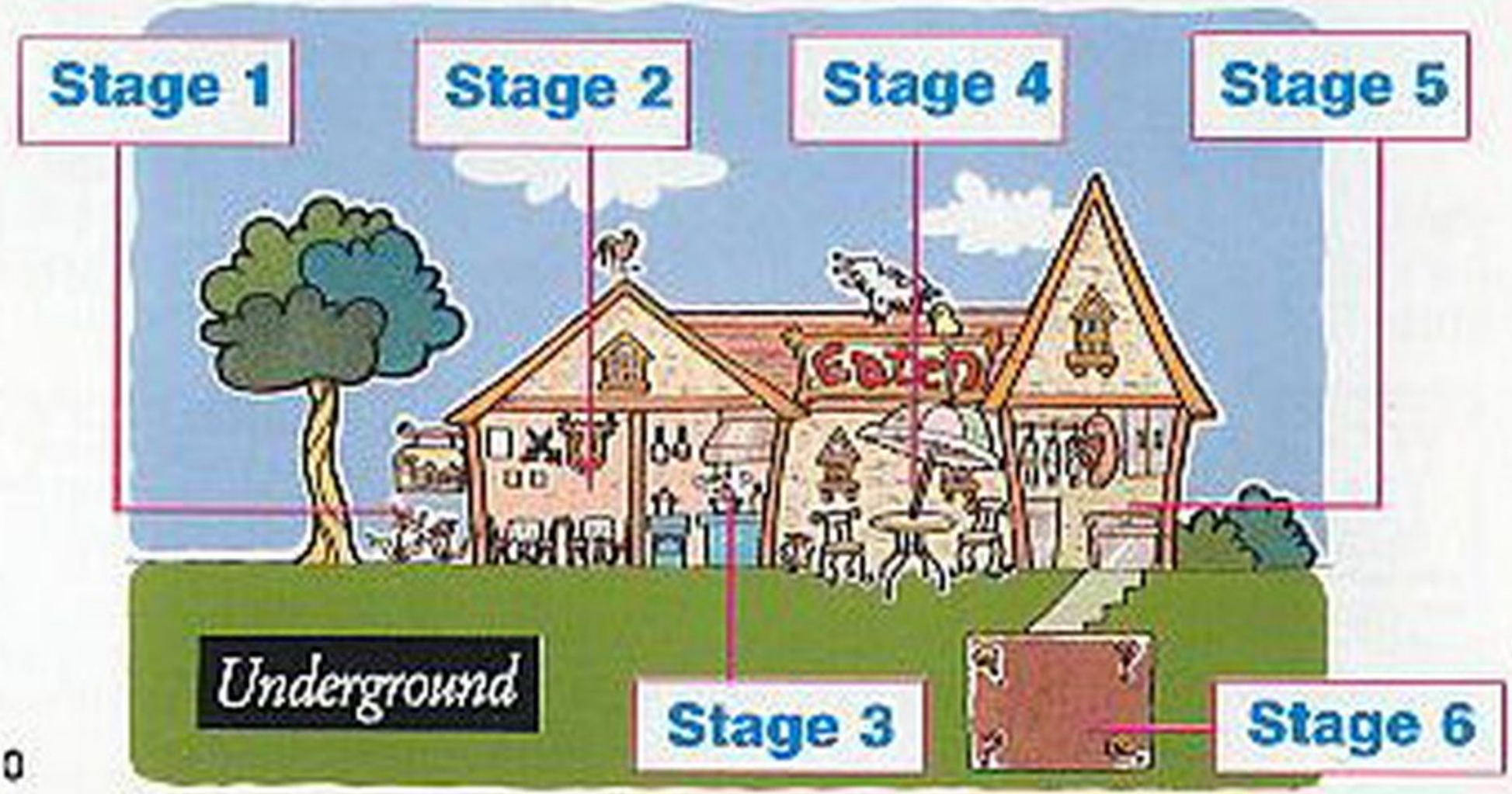
Research has shown that when Cookie eats candy, one of his heart meters is filled up.

LOLLI-POP

Cookie starts out with two hearts, but a lollipop adds an extra heart to his meter.

THE RESTAURANT

DATELINE: The Eaten Restaurant, early morning. A strange hush has fallen, now that Cookie is about to enter what's left of his restaurant. He must start at the first stage and work toward the sixth.



Stage 1: *Garden*

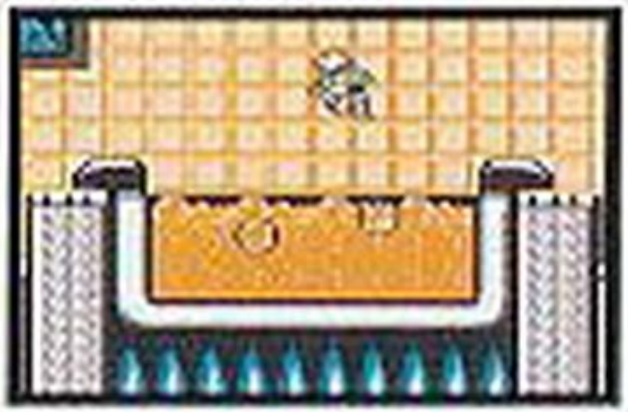
Cookie must first pass through the Eaten's big garden and then the entrance. He will face hot dogs, chicken legs, mad carrots, and custard puddings here.

Stage 2: *Dining Room*

In the Dining Room, leftovers are waiting to jump on Cookie. He will have to dodge pizzas, onions, and apples, while getting *over* tables and counters.

Stage 3: *Kitchen*

The danger increases in the kitchen--boiling pots of water and gas burners make it hot for Cookie. He will be chased by coffee cups and popping toasters.



Stage 4: *Courtyard*

It's an outdoor barbecue--with Cookie on the menu! Lawn chairs and shish kabobs are after him here.

Stage 5: *Freezer*

Some of the many dangers here are: slippery floors, icicle spears, falling fish, and skating ice cream.

Stage 6: *Basement*

To win his restaurant back once and for all, Cookie must go down to the basement and face the mad Chef.

SPECIAL EVENTS

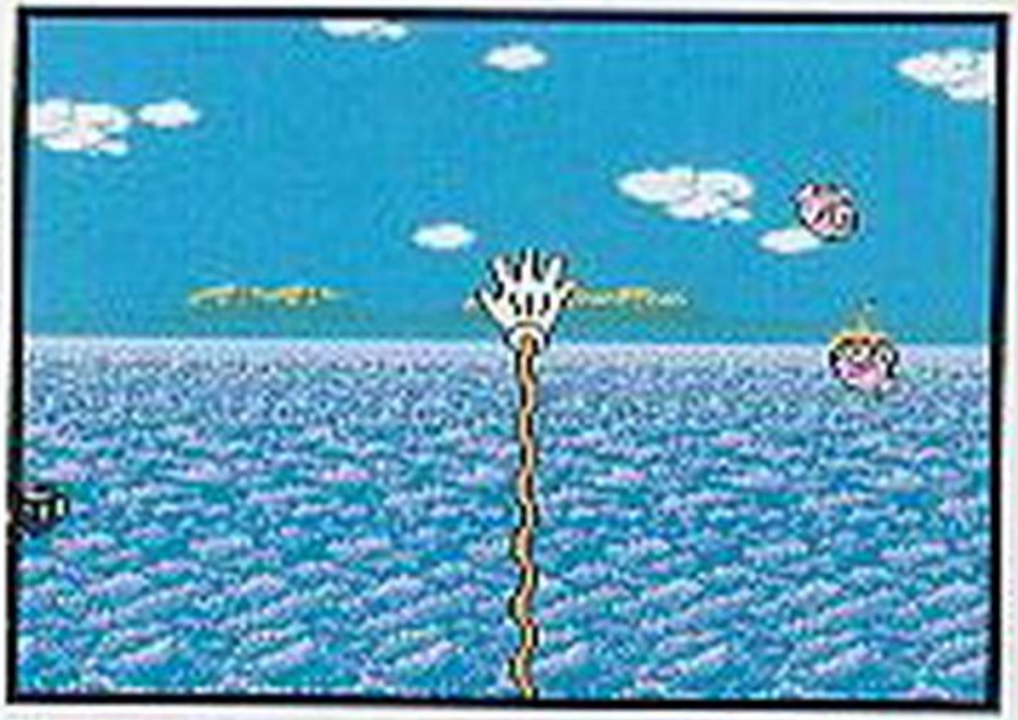
If he looks carefully, Cookie will be able to find bonus levels in the Eaten. In these bonus levels, Cookie can win points, lives, or energy. All he has to do is try his luck in different games.

1. Slot Machine

FLASH! Our inside reporter has just announced that the slot machines in the Eaten are still working! This is very good news for our hero. Every time Cookie bops an enemy, a coin will appear. He needs to collect these coins to use at the slot machines. When a slot machine appears, push A to enter the coins. Then push B to get the machine started. Cookie can quit playing when the Select Button is pushed. This will return him to where he was.

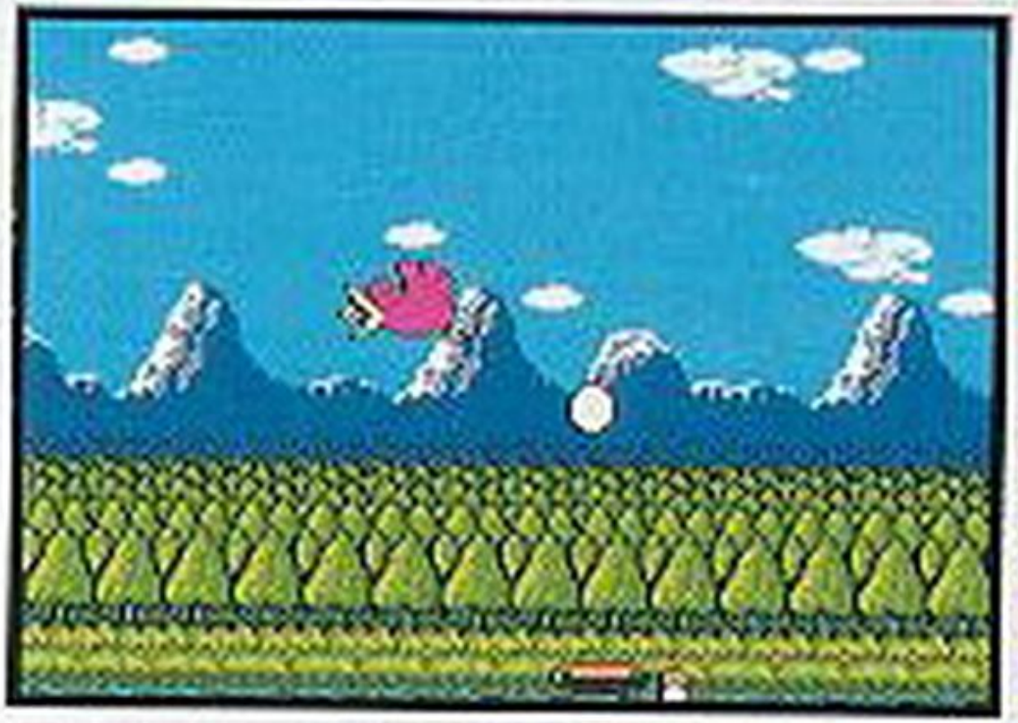
2. Go Fish

Cookie will earn 100 points for every fish he catches. Push A or B to make a grab. He must NOT touch the black fish--they will explode, and that ends the bonus level. Cookie has about 15-20 seconds to go fishing, then he is returned to the Eaten. Our hero should not grab too fast--the black fish will appear when least expected.



3. Fried Eggs

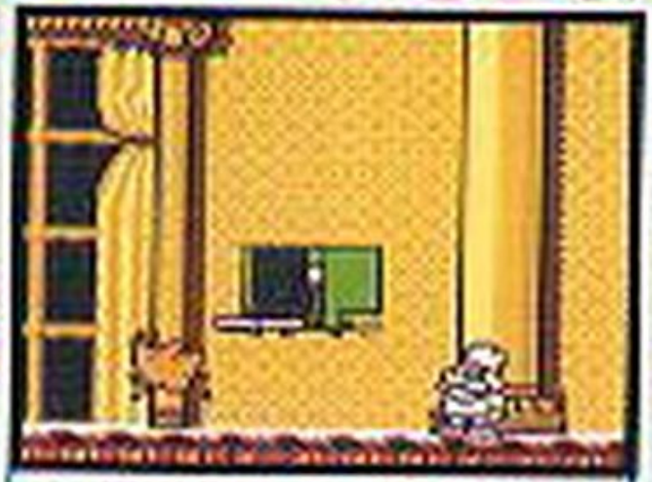
In this bonus level, Cookie will have to catch eggs in his frying pan. Use the Control Pad to slide the pan left or right. Cookie must NOT catch the black eggs--they're rotten. Black eggs will blow Cookie out of the bonus level. He has about 15-20 seconds to catch all the eggs he can. Each egg is worth 100 points.



PLAYING TIPS

A GOOD CHEF IS PATIENT

Cookie must be slow and patient. If he goes too fast, he'll surely make mistakes. In the Dining Room, Cookie will have to watch out for tables. In the kitchen he could run right onto a burner. The freezer is very slippery, and frozen fish fall down from above. These are a few reasons for patience.



CHOOSE WEAPONS WITH CARE

This reporter has learned that Cookie will not need every special weapon that he finds. Some weapons will only get him into trouble. Our hero must try different methods to learn when he should or should not pick something up. Some of his enemies can only be stopped with a certain kind of weapon.

WATCH THE LEVEL BOSSES

The level bosses move and fight in specific patterns. If Cookie learns these patterns by watching the bosses, it will be a lot easier for him to defeat them. The bosses he must beat are Popcorn Pete, Microwave Mick, Willy Wok, Patty O'Burger, Frozen Fritts, and, of course, Ohdove, the mad chef.

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following document prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Taito America Corporation
390 Holbrook Drive, Wheeling, IL 60090 Tel: (708) 520-9280

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Taito America Corporation
390 Holbrook Drive—Wheeling, IL 60090

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